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FLASHBACK

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

PAL VERSION

SONY IMAGESOFT

U.S. GOLD

Delphine

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future reference.

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Thank you for selecting the Flashback Game Pak for your Super Nintendo Entertainment System™.

SONY

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Delphine Software International

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Game Scenario:

The year 2142, Conrad Hart, agent with the Galaxia Bureau of Investigation was in great danger.
"Got to keep one step ahead of them, if I don't I'm hamburger!"
Hugging the shop fronts, collar turned up, he was making his way back to his apartment.
"I must try and contact Sonya, wherever she is, and get to headquarters, it's the only safe place."

While field testing his latest piece of equipment, the Molecular Density Analyser, Conrad and his girlfriend Sonya made a startling discovery. Certain individuals had a molecular density so high, the only conclusion could be that they weren't human! Since then, Sonya had mysteriously disappeared, leaving him as the only one who could warn the authorities.

"They'd better believe me... Still, if they don't, the visual record of my discovery can be extracted from my cloned memory patterns within this holocube I'm carrying. They've got to believe that!"
Reaching his apartment block, movement from the top of the building opposite caught his eye. As he turned around to get a better look, a pulse of laser light caught him square in the centre of his back, sending him sprawling across the sidewalk. Almost immediately, the silence was broken by a whining roar. A sleek shuttle hovered over head. Its landing thrusters blew clouds of water vapour and trash into the air all around as it sat down beside him. Two dark suited figures got out and with their eyes scanning the surrounding buildings, quickly approached an unconscious Conrad.

"Get him into the shuttle fast!" rasped one of his captors, "I'll contact central command."
He brought a walkie talkie up to his mouth.
"Number Seven here. Subject acquired, we're bringing him in."
Semi-conscious and totally paralysed, the only thing Conrad could do was listen to the voices of his kidnappers coming from the front of the shuttle.

"I don't see why they bother with all that memory erasure business." Came a voice. " Why don't they just have us kill him and be done with it?"
After a short pause another voice responded.
"Insurance...We'll place one of our agents in his job with orders to gather as much information as possible. If for any reason, the operative is threatened with discovery, we can extract him and send this one back minus his memory. Everyone will think he's gone ga- ga...leaving us undiscovered."
"Ah...I see, but where..."
Suddenly a third voice blasted over their conversation.

"SHUTTLE HQ782, THIS IS TITAN FLIGHT CONTROL, STAND BY TO RECEIVE RE-ENTRY COORDINATES."

"TITAN!!" The thought almost burst out of Conrad's skull. "I know I've been out for a while but not for that long!...."
Squirming, fighting against his bonds,he could feel what little strength he had left slowly slipping away.
"Got to remember to escape, escape, escape, escape, esca..."
The shock of his position was too much for Conrad, a wave of unconsciousness swept over him.
Light, Blinding light. Conrad staggered to his feet. Grazes and cuts on his wrists and ankles burned painfully.
"Can't remember..., where am I ..., who am I..., what's going on?".
Before Conrad realised what he was doing, he was running down a long corridor gun in hand.
"Got to getaway!" the thought kept repeating itself over and over in his head. Alarms suddenly broke the silence.

"ATTENTION, ATTENTION... DANGEROUS PATIENT ATTEMPTING TO ESCAPE... SECURE ALL EXITS... SECURITY TEAMS TO LEVEL 3..... ATTEN"

Conrad stopped dead in his tracks. Confused and scared, not knowing which way to turn he stood transfixed.

PTOOM!!
A laser blast striking the wall nearby shook him back to reality. Two guards were closing in on him."This is security team 2, patient near entrance to main hangar area. Close security door, level 3."

With no time to think, Conrad hurled himself through the closing doorway. Scrambling to his feet, he spotted a hover bike.
"Open the door! Open the door!" Both guards yelled into their intercoms, watching Conrad climb aboard the bike.
"Stand back!" Three blasts from one guard's laser gun and a shoulder charge from both of them shattered the door. Conrad had already cleared the hangar by the time the guards had bought their guns to bear.
a frustrated guard called in the news.
" The patient has escaped on a stolen hover bike, continuing to pursue in a shuttle."

Skipping the tree tops, the shuttle and the hover bike were locked in an aerobatic cat and mouse game. The more agile hover bike ducking and dodging laser blasts from the larger, but slightly faster, shuttle that was slowly closing in.
"5 more seconds and I've got him!" The determined guard muttered as he began to match Conrad's manoeuvres with the targeting cross-hair on his heads-up-display.

Two pulses narrowly missed but the third one hit its target. A plume of sparks and white hot gas exploded out of the back of the bike marking the end of Conrad's bid for freedom. rocking violently the bike spiralled downward out of control. Conrad plunged through the jungle canopy and with the ground rushing up towards him, blacked out. The shuttle circled over the crash sight once. Satisfied that there was nothing left to salvage, the smug guards returned to their base. Unknown to them, Conrad was still alive lying in the undergrowth.

As the sound of the shuttle's engines died away into the distance, Conrad stirred. Moving his arm to try to get to his feet he knocked what looked to him like a small plastic box over a ledge. Standing up he walked over to the ledge and looked around. Vegetation covered everything, huge trees draped in vines, rocks and boulders overgrown with mosses and grass. He could clearly see the box about 10 metres below, a red light on the side of it blinking steadily.
"Might as well go fetch it." Conrad thought."I suppose it could contain something useful."

He thought he was safe now. However, we know different and it's up to you to make sure Conrad gets to know too.

Your Quest Starts Here:

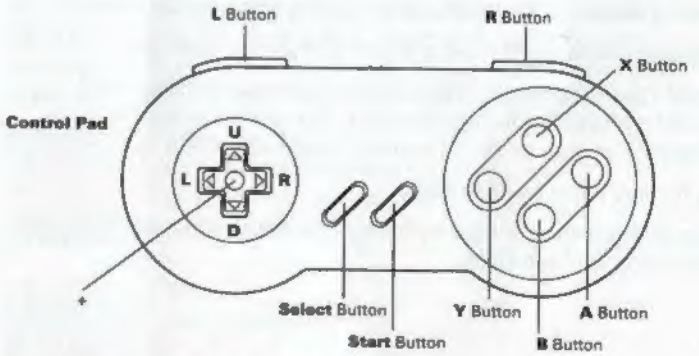
You play the part of Conrad Hart, controlling his every move through the 6 levels of the game. During your quest, you will come across many different friends and foes who you may wish to help or vanquish using your gun. You will have to complete many challenges in order to restore your lost memory. Each level features its own unique graphics and hazards, linked by cinematic animation sequences.

Getting Started

1 Make sure your Super NES™ is OFF.
2 Make sure a Control Pad is plugged into the port labelled 1 on the Control Deck.
3 Insert the Flashback game pak into your Super NES™. Press firmly to lock the Game Pak in place.

WARNING:
Never try to insert or remove a Game Pak when the power is ON.

4 Turn the power switch ON.



After the title screen is displayed, an animation sequence explaining the story so far is displayed. If you have seen this sequence before, you may press the START button on Control Pad 1 to jump to the Main Menu.

MAIN MENU

To select an option, use the Control Pad up/down buttons to move the highlight, and the START button to select the option.

Start: Start a new game.

Password: Allows you to enter a Password, and re-start the game from the beginning of the level that the Password corresponds to, it will also restore the difficulty level. The Password for Level 1 (normal difficulty) is DLRGS, this is the same as starting the game with the START option. To select the password, use the Control Pad to move the cursor, and select using the 'Y' button, 'B' button for Backspace and 'A' button to Clear. When you have entered all the letters of the password, press the START button. If the password is incorrect, you will return to the Main Menu. At the start of each level, a new password will be displayed in the centre at the top of the screen. N.B. Please take a note of each password required for each level for easy reference.

Options: Use the up/down Control Pad buttons to select an option, then by using the left/right Control Pad buttons, you may change the setting.

Level: Allows you to choose the game difficulty (easy, normal, expert)

Language: Allows you to choose English or French in-game text.

Control Type: Allows you to choose different button configurations (3 possible choices). The buttons referred to later are the options when the machine is switched on and no changes to the buttons have been made.

Exit: Returns you to the Main Menu

Demo: Runs a demo of the game. Pressing any button on Control Pad 1, will return you to the Main Menu.

Playing the game:

On the screen you will see Conrad, his movements are varied and some of them complex. Please refer to the section Summary of General Commands later in this manual for all available moves.

Interacting with your surroundings.

As you move through the level, you will come across many people and objects. Each time you come across one, the name and an icon will be displayed at the top left of the screen. The icon will explain which way you can interact with the object. Pressing the "Action" button performs the action indicated by the icon. The various icons are as follows:

Take
Pick up an object (stone, key, etc) and place it in your inventory.

Talk
Talk to a person.

Look
Examine an object or a notice.

Activate
Operates doors, lifts etc.

Recharge
Recharges your shield or cartridge.

Use
Allows you to use an object from your inventory (e.g. inserts a keycard into a cardlock). It may also be used to give items to other people.

Inventory

To Open / Close the Inventory, press the SELECT button. At the start of the game, there are already several objects listed. As you 'Take' further items, on your journey through each level, they will be added to your inventory. At the end of each level, any unnecessary objects will be discarded. You may be given extra objects to help you complete the next level.

Once you have opened the inventory, use the Control Pad to move the selector left / right. If other objects have been stored an arrow will be displayed, and you may move to the extra object lines by pressing the up / down buttons. To select an object, highlight it and exit the inventory with the SELECT button. That object will now be active. If you give the object away, the previously selected object becomes active again.

The active object is displayed in the top right hand corner of the play screen.

Whilst in the Inventory, press 'Y','B' or 'A' buttons to display the current score and difficulty level.

Object List

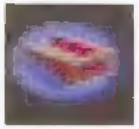
Here are some of the objects which you may find in the course of the adventure.

Holocube
Contains important information

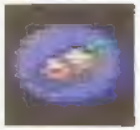
Force Field
Creates an energy barrier which stops enemy shots.

Stone
Can be thrown or placed.

Credits
Money.



Magnetic cartridge
Creates an energy source when recharged and placed in the corresponding generator.



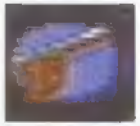
Mechanical mouse
Advances along the ground setting off pressure pads and cameras.

Exploding mouse
Similar to the mechanical mouse, but explodes at the slightest touch. May be picked up when not moving.

ID Card
Identity card. Some may be used as keys.

Teleport Receiver
The character may teleport to where the receiver is placed - works only in conjunction with the Teleport Remote Control. This object may be thrown or placed.

Teleport Remote Control
Works only with the receiver and allows you to teleport to the receiver's position. You can retrieve the receiver automatically by putting the remote control down.



Gun
Your main weapon

Miscellaneous devices

Used with certain objects to activate them.

Teleport
Transports you to a place that is inaccessible on foot.

Energy Generator
Allows you to recharge the shield or magnetic cartridge.

Switch
Opens a door or calls a lift.

Camera
May open or close a door, call a lift etc. It also aims automatic fire from the laser cannon.

Pressure pad
May open or close a door, call a lift and may also set off an alarm.

Card lock
Operated by an ID Card. Opens doors.

Key lock
Operated by a key. Opens doors or trap-doors.

Save
The game can be restarted from that point. The memorised position will be erased if you switch off your machine.

Shield

The shield is an item in your inventory. You start with 4 shields, and each time you are hit, you will lose 1 shield. If you have no shields left and you take a hit, you are dead. You can recharge your shield using the energy generator. However there are death hazards.

Disintegrator
Immediate death if you cross this.

Electrified floor
You may run or jump over it.

If the character falls more than two floors, he dies. However, it is possible to stop yourself falling if you are lucky enough to catch a side wall.

Hazards

During the game, you will come across various kinds of enemy and killer objects. The enemy may be destroyed by using your gun. However killer objects cannot be destroyed using your gun. These objects are as follows:

Land mine
Explodes when you pass over or near to it. An explosion destroys one shield. It is possible to jump over these.

Falling mine
Explodes on contact (with the ground, the character,etc.) and destroys one shield. If any object passes beneath one of these mines it will cause it to fall.

Laser Cannon
Causes death if the character has no shields left. Is only set off by a camera or pressure pad.

Resetting The Game

When playing the game, you may re-set it by pressing 'Y', 'B', 'A' and 'SELECT' simultaneously. This will take you to the Continuation screen.

END OF GAME
If Conrad dies, the game is over, and the continuation screen will be displayed. If you decide to continue, press the START button, and you will re-start the game from the last saved point or the beginning of the last level. If you do not wish to continue, pressing either of the 'Y', "B' or 'A' buttons will decrease the counter faster.

Summary of General Commands:

1 **Control Pad** Moves the character during the game.

2. **SELECT** button Opens and closes the inventory during the game. Shortens the animated scenes.

   Y button"Action" button (running, jumping, firing, picking up an object, etc.)

   B button "Use" button (use an object selected from the inventory and placing down object).

   A button Draws the gun or puts it away.

CONTROL PAD USE The instructions below are for preset control settings: Control Pad 1

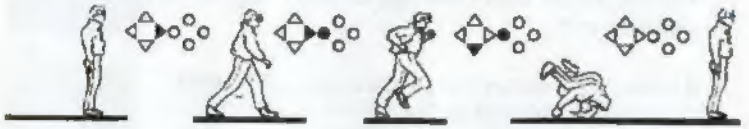
- To call a taxi, stand facing the stop and press button Y.

- To take the Metro, stand in the entry zone, wait for the train to arrive and press the "Action" button.

To Ascend or Descend on a Lift

• To Ascend

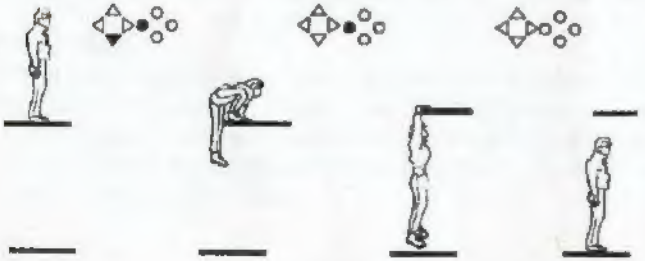
• To Descend



Stand Still Walk Run Roll Stand Still

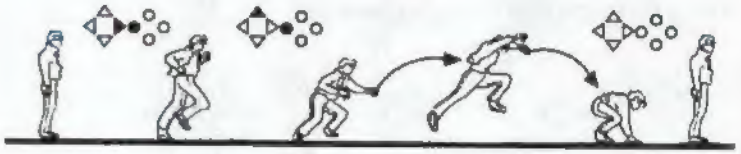
Stand Still Small Jump Stand Still

• If you hold down button Y the character hangs in mid-air.

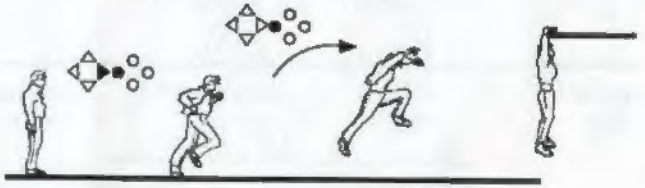


• Going down one floor

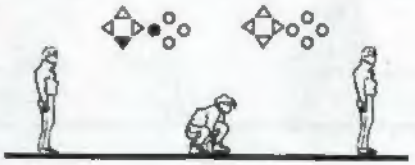
• Going up one floor



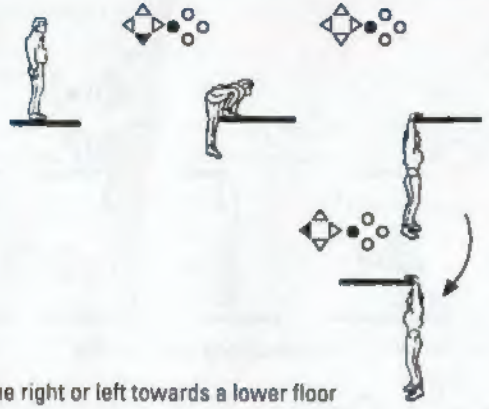
• Run • Large Jump



• Run and hang on to a higher floor automatically



• Crouch



• Hang to the right or left towards a lower floor

• Stand Still

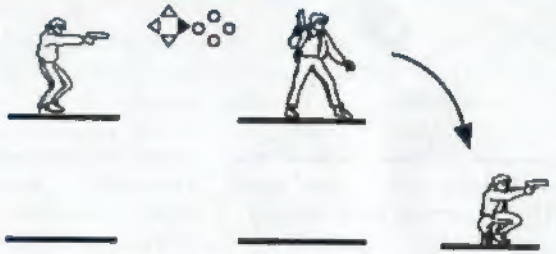
• Take gun out

• Advance with the gun

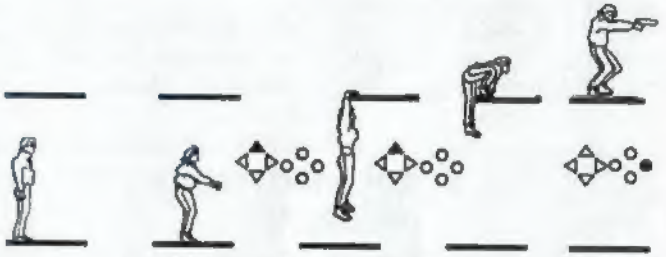
• Take aim or fire

• Kneel down with the gun ready

• Come out of roll with the gun ready



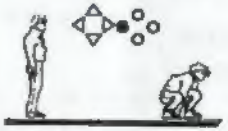
• Drop down a floor with the gun drawn on landing



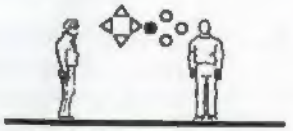
• Climb up a floor then draw the gun.

• Stand Still

• Roll

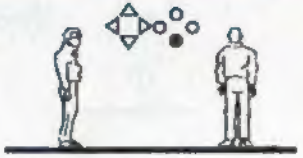


• To pick up an object from the ground, move the character onto the object and press button Y.

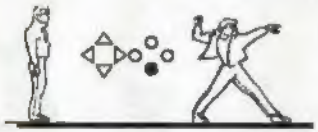


• To talk to someone or to press a lever press button Y

• To put some objects on the ground, select it with "SELECT" and then press button B.



• To use or give away an object, select it with "SELECT" then press button B.



• To throw an object, select the object with "SELECT" then press button B.

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Hints and Tips

Before starting your quest, pick up the holocube and read the information. You may not travel far without it. Source information from people you talk to, to help you. Search the screen for objects which may not be obvious at first glance. Keep an eye on your shields, you may be closer to death than you think. Save the game regularly.

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